

L Number	Hits	Search Text	DB	Time stamp
1	1091	game and story	USPAT; JPO	2002/09/10 08:01
2	75	game adj story	USPAT; JPO	2002/09/10 08:01
15	1715	((463/1).CCLS.) or ((463/7).CCLS.) or ((463/22).CCLS.) or ((463/31).CCLS.) or ((463/29).CCLS.) or ((463/43).CCLS.) or ((463/44).CCLS.) or 273/237.cccls. or 273/138.2.cccls. or 273/141A.cccls.	USPAT; JPO	2002/09/10 09:23
16	8	(((463/1).CCLS.) or ((463/7).CCLS.) or ((463/22).CCLS.) or ((463/31).CCLS.) or ((463/29).CCLS.) or ((463/43).CCLS.) or ((463/44).CCLS.) or 273/237.cccls. or 273/138.2.cccls. or 273/141A.cccls.) and ((multiple or many or plurality) adj (endings or finishings or end or finish or result))	USPAT; JPO	2002/09/10 09:24
-	14842	(game or gaming or entertainment or amusement) adj (system or device or apparatus)	USPAT; JPO	2002/09/05 11:24
-	7371	((game or gaming or entertainment or amusement) adj (system or device or apparatus) ) and control	USPAT; JPO	2002/09/05 11:24
-	4549	((game or gaming or entertainment or amusement) adj (system or device or apparatus) ) and control) and (route or path or road or course or track)	USPAT; JPO	2002/09/05 12:17
-	2	(((game or gaming or entertainment or amusement) adj (system or device or apparatus) ) and control) and (route or path or road or course or track)) and (number adj selection adj player)	USPAT; JPO	2002/09/05 11:30
-	225	monopoly and game	USPAT; JPO	2002/09/05 11:32
-	76	(monopoly and game) and computer	USPAT; JPO	2002/09/05 11:46
-	5	(monopoly and game) and hasbro	USPAT; JPO	2002/09/05 11:49
-	292	hasbro	USPAT; JPO	2002/09/05 11:58
-	57	((game or gaming or entertainment or amusement) adj (system or device or apparatus) ) and control) and ((route or path or road or course or track) adj (presentation or display))	USPAT; JPO	2002/09/05 12:04
-	45	((game or gaming or entertainment or amusement) adj (system or device or apparatus) ) and control) and ((route or path or road or course) adj (presentation or display))	USPAT; JPO	2002/09/05 12:09
-	92	route and (plurality adj2 squares)	USPAT; JPO	2002/09/05 12:09
-	19	(route and (plurality adj2 squares)) and game	USPAT; JPO	2002/09/05 12:10
-	4	((route and (plurality adj2 squares)) and game) not board	USPAT; JPO	2002/09/05 12:11
-	76	electronic adj (dice or spinner or roulette or lottery)	USPAT; JPO	2002/09/05 12:13
-	94	electronic adj (dice or spinner or die)	USPAT; JPO	2002/09/05 12:13
-	0	electronic adj (spinner)	USPAT; JPO	2002/09/05 12:14
-	11	electronic adj (scroll or scrolling or scroller)	USPAT; JPO	2002/09/05 12:15
-	0	user adj controlled adj number adj selection	USPAT; JPO	2002/09/05 12:16
-	4076	((game or gaming or entertainment or amusement) adj (system or device or apparatus) ) and control) and (route or path or road or course)	USPAT; JPO	2002/09/05 12:17
-	72	(((game or gaming or entertainment or amusement) adj (system or device or apparatus) ) and control) and (route or path or road or course)) and (number adj (selection or determination))	USPAT; JPO	2002/09/05 12:18

	345	((((game or gaming or entertainment or amusement) adj (system or device or apparatus) ) and control) and (route or path or road or course)) and (number adj (selection or determination))) and character or avatar	USPAT; JPO	2002/09/05 12:18
	26	((((game or gaming or entertainment or amusement) adj (system or device or apparatus) ) and control) and (route or path or road or course)) and (number adj (selection or determination))) and (character or avatar)	USPAT; JPO	2002/09/05 12:31
	0	scrolling adj numerical adj values	USPAT; JPO	2002/09/05 12:32
	72	scrolling adj device	USPAT; JPO	2002/09/05 12:32
	54	(scrolling adj device) and number	USPAT; JPO	2002/09/05 12:32
	0	number adj scrolling adj device	USPAT; JPO	2002/09/06 15:11
	0	numerical adj scrolling adj device	USPAT; JPO	2002/09/06 15:11
	1	numerical adj selection adj device	USPAT; JPO	2002/09/06 15:12
	50	number adj selection adj device	USPAT; JPO	2002/09/06 15:12
	185	(463/1).CCLS.	USPAT; JPO	2002/09/10 09:56
	130	(463/7).CCLS.	USPAT; JPO	2002/09/06 10:11
	152	(463/22).CCLS.	USPAT; JPO	2002/09/06 16:33
	319	(463/31).CCLS.	USPAT; JPO	2002/09/06 10:11
	227	(463/29).CCLS.	USPAT; JPO	2002/09/06 10:11
	200	(463/43).CCLS.	USPAT; JPO	2002/09/06 10:11
	123	(463/44).CCLS.	USPAT; JPO	2002/09/06 10:11
	369	(273/237).CCLS.	USPAT; JPO	2002/09/06 15:34
	77	273/\$.ccls. and spinner and electronic	USPAT; JPO	2002/09/06 10:16
	6	273/\$.ccls. and spinner near electronic	USPAT; JPO	2002/09/06 10:17
	275	(273/138.2).CCLS.	USPAT; JPO	2002/09/06 14:32
	83	(273/141a).CCLS.	USPAT; JPO	2002/09/06 10:18
	10	((273/141a).CCLS.) and spinner	USPAT; JPO	2002/09/06 10:20
	194	((273/138.2).CCLS.) and number	USPAT; JPO	2002/09/06 14:33
	0	((273/138.2).CCLS.) and (electronic adj number adj selection)	USPAT; JPO	2002/09/06 14:34
	2	((273/138.2).CCLS.) and (electronic near number)	USPAT; JPO	2002/09/06 14:34
	0	number adj scrolling adj device	USOCR	2002/09/06 15:11
	0	numerical adj scrolling adj device	USOCR	2002/09/06 15:12
	1	numerical adj selection adj device	USOCR	2002/09/06 15:24
	6	number adj selection adj device	USOCR	2002/09/06 15:25
	69747	games	USPAT; JPO	2002/09/06 15:49
	2	games and (route adj presentation)	USPAT; JPO	2002/09/06 15:49
	3	games and ((route or path or road) adj presentation)	USPAT; JPO	2002/09/06 15:50

-	3717	games and ((route or path or road) and (character or avatar))	USPAT; JPO	2002/09/06 15:53
-	1144	(character or avatar) same (travel or adventure or journey) same (route or path or road)	USPAT; JPO	2002/09/06 15:54
-	1	(character or avatar) adj (travel or adventure or journey) adj (route or path or road)	USPAT; JPO	2002/09/06 15:53
-	14	((character or avatar) same (travel or adventure or journey) same (route or path or road)) and story	USPAT; JPO	2002/09/06 15:54
-	93	stamper.in.	USPAT; JPO	2002/09/06 16:34
-	21	stamper.in. and practice	USPAT; JPO	2002/09/06 16:38
-	1	(stamper.in. and practice) and game	USPAT; JPO	2002/09/06 16:40
-	209	game and (event same production)	USPAT; JPO	2002/09/06 16:41
-	3	(game and (event same production)) and (user or player) adj (skill)	USPAT; JPO	2002/09/06 16:41
-	903	((463/1).CCLS.) or ((463/7).CCLS.) or ((463/22).CCLS.) or ((463/31).CCLS.) or ((463/29).CCLS.)	USPAT; JPO	2002/09/06 16:43
-	995	(((463/1).CCLS.) or ((463/7).CCLS.) or ((463/22).CCLS.) or ((463/31).CCLS.) or ((463/29).CCLS.)) or ((463/43).CCLS.)	USPAT; JPO	2002/09/06 16:43
-	1061	(((463/1).CCLS.) or ((463/7).CCLS.) or ((463/22).CCLS.) or ((463/31).CCLS.) or ((463/29).CCLS.)) or ((463/43).CCLS.) or ((463/44).CCLS.)	USPAT; JPO	2002/09/10 09:21
-	160	(((463/1).CCLS.) or ((463/7).CCLS.) or ((463/22).CCLS.) or ((463/31).CCLS.) or ((463/29).CCLS.)) or ((463/43).CCLS.) or ((463/44).CCLS.) and event and (route or path or road)	USPAT; JPO	2002/09/06 17:01
-	1	5601487.pn.	USPAT; JPO	2002/09/06 17:01